COMMODORE 64*

GALAXIAN*

FROM
ATARISOFT™

BASIC TRAINING

Insert the GALAXIAN cartridge into your Commodore 64 Home Computer as explained in your computer owner's guide, and turn on your computer. Plug a joystick into Port 2 only. In a two-player game, share the joystick.

Press the F5 key to select the difficulty level. Each level can be played by one or two players. Press F3 to select a two-player game. Press F3 again to return to a one-player game.

Once you have chosen the options you desire, press the F1 key to initiate play.

Be careful not to press any other keys on the keyboard once the game has begun or game play will be affected.

KEYBOARD CONTROLS

Moving the joystick left and right moves the player's ship left and right on bottom of screen.

FIRE BUTTON — Depressing the fire button fires a missile up the screen. Another missile cannot be fired until the first missile has cleared the screen or has hit an alien.

DECLARATION OF WAR!

No sooner did you join the Defense Federation than the tranquility of your peaceful planet was shattered. You are under attack by the evil Galaxians. With no prior training you must complete your first mission — defend your planet and do your duty. Shaking, yet determined, you accept the assignment and board your UDF commando ship.

YOUR FIRST COMMAND

You learn that the invasion has something to do with a centuries-old civil war. Eons ago, the Galaxians ruled the cosmos, but their empire became corrupt. Four thousand years ago, your people were able to win their independence. Now the Galaxians are back to try to regain their territority, and they want to enslave your race forever. They will stop at nothing to achieve their goals. The

Galaxians have no right to your planet, and you're willing to put your life on the line to prove it. Your ship blasts off and before you know it, you're in battle with the evil Galaxian Fleet. An entire batallion of invaders descends toward your planet. Your commando ship suddenly becomes the target of a missile ambush.

COUNTER ATTACK

Suddenly the Galaxian Fleet breaks apart, and a batallion swoops down firing their laser cannons. You know that Flagships are usually flanked by their protective guards. Their colorful patterns on your tactical spectrascope mark the ranks of the Galaxian Fleet.

Slide your ship to the left and right and fire your missiles to protect your ship from annihilation. Press the "FIRE" button to shoot a missile. Time your shots carefully, because another missile cannot be fired until the first missile has cleared the screen or hit an alien. The Galaxian Fleet is fast and strong and they have lots of battle experience. Their tactical equipment allows them to

dodge your cannon blasts, and their tricks divert your attention. This Galaxian ability to pull off unexpected surprises forces you to use foresight and caution. Your cunning and skill are in high demand.

HOLD YOUR GROUND

The battle is over, and the initial attack has been repelled. You've won the first round, but can you win the war? They'll be back, but stronger than ever. They'll have to contend with you, because you'll be manning the commando ship and waiting courageously to defend your planet and defeat the Galaxian Fleet. Use your accurate aim and quick reflexes as well as strategy and forethought. A foolish move could cost you a life, the battle, and the planet.

SCORING

★ Every time an attacking alien is destroyed, the points are doubled.
★ When a Galaxian Commander which has no protecting alien is destroyed — 150 points.
★ When a Galaxian Commander with one protecting alien is destroyed — 200 points.
★ When a Galaxian Commander with two protecting aliens is destroyed — 300 points.
★ When two protecting aliens and the Galaxian Commander are destroyed — 800 points.
★ Red flags or pennants on the right-hand corner of the screen indicate the number of formations which have appeared.
★ A large flag appears in the tenth round.
★ To start, the player is given three rockets. These are located in the lower left-hand corner.

		WHEN HIT IN FORMATION	WHEN HIT DURING ATTACKING
	Commander	60	150,200,300, 800
	Red Alien	50	100
	Purple Alien	40	80
	Blue Alien	30	60

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